

INSTRUCTION BOOKLET



California Pro Golf

Introduction

California Pro Golf brings you all the excitement and enjoyment of a real round of golf right onto your home computer!

The game's features include:

Animated Goller

Wind conditions

Realistic club selection

3D view

And much, much more.....

Loading

IBM PC

1. Switch on your computer and boot MS-DOS ver 2.0 or higher, remove your DOS diskette from drive A: and place your California Pro Golf disk into drive A:.
2. Once you are at the A> prompt, type "START" followed by the enter key, the game will automatically boot and run.

Commodore 64

For those people who have a Commodore 128.....before doing step 2, type the following: "GO64" followed by the return key.

1. Make sure that the computer and disk drive are connected properly and switched on.
2. Insert your California Pro Golf disk into the disk drive.
3. Type 'LOAD "*" ,8,1' followed by the return key. The game will automatically load and run.

Keys

IBM

Use the direction keys on the numeric keypad and the space bar to select.

Commodore 64

Use your joystick plugged into PORT 2 of your Commodore 64.

Game Selection

1. Select an event type:

Tournament - player with the lowest shot score wins.

Match Play - player who wins the most holes wins.

2. Select course:

You have a choice of two different courses to choose from.

3. Enter player(s) name:

Up to four players can play in a match or tournament. However, match play needs to have at least two players. After entering the player(s) name, press the return key to continue.

4. Club Selection:

Players can only carry 14 clubs. So from the 17 clubs available choose 3 clubs to stay out of your golfbag. Club exclusion is made by pressing your fire button over the club you want discarded. Cursor movement is made by making a left/right action.

On the Tee

Now you're on the tee ready to shoot your first shot, you can feel the wind in your face and the grass on the ground.

Select your club by moving the joystick in the up or down direction (on the IBM PC use the numeric keypad 8 and 2 keys). A ball yardage indicator giving pin distance will help you in your club selection. The left and right joystick directions will move the cross hair on the screen showing where you will hit the ball.

Remember to take the wind into account, this is indicated by the arrow, showing the winds direction at the top left corner of the screen. The winds velocity is shown underneath the arrow.

Club Distance

Club		Shortest yds	Longest yds
1W	-	190	240
2W	-	185	230
3W	-	180	220
4W	-	175	215
5W	-	170	205
1I	-	160	200
2I	-	155	190
3I	-	150	180
4I	-	130	160
5I	-	110	145
6I	-	115	135
7I	-	100	125
8I	-	95	115
9I	-	80	105
PW	-	70	90
SW	-	60	80

Press the fire button (space bar on the IBM PC) to begin the vertical scrolling of the power bar. While the bar is scrolling pressing up or down will allow the player to either hit high or hit low on the ball. Hitting low on the ball propels it higher into the air. To select the desired swing strength, press the fire button again, this will freeze the scrolling bar. The higher the bar position on the power meter the stronger the swing.

Commodore 64 only.....

Freezing the power bar sets the swinging arrow in motion. The swinging arrow controls the ball spin (whether or not it hooks, slices or goes straight). To stop the arrow press the fire button again.

IBM PC only.....

While the strength bar is moving you can select the hook or slice on the ball by moving the arrow using the numeric keypad 4 and 5 keys. The arrow will change to show the direction of the shot.

On the Putting Green

The crosshair controls the strength and direction of your putt. You move the crosshair with the direction keys, remember to take the slope into account in positioning the shot. The indicators to the top and right give a side and top elevation view of the green's slope. Press the fire button to play a shot.